

FIG. 1 is a block diagram of a system 10. The system 10 includes a BIOS 20, a software controller 24, an OS 26, and a hardware component 12. The BIOS 20 is connected to the software controller 24, which is connected to the OS 26. The hardware component 12 is connected to the software controller 24. The hardware component 12 includes a display 14, a keyboard 16, and a mouse 18. The display 14 includes a screen 28 and a bezel 30. The keyboard 16 includes a key 32 and a key 34. The mouse 18 includes a button 36.

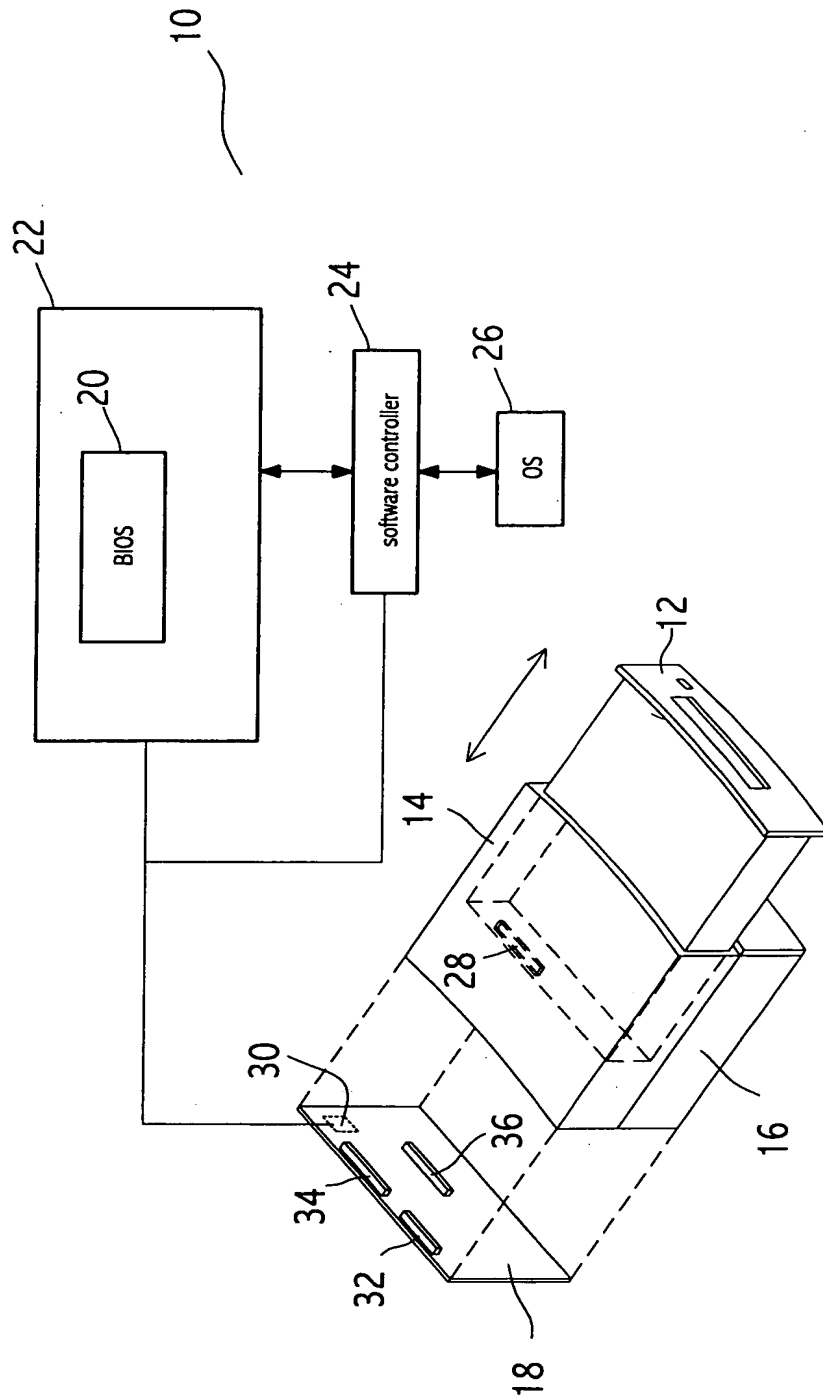


FIG. 1

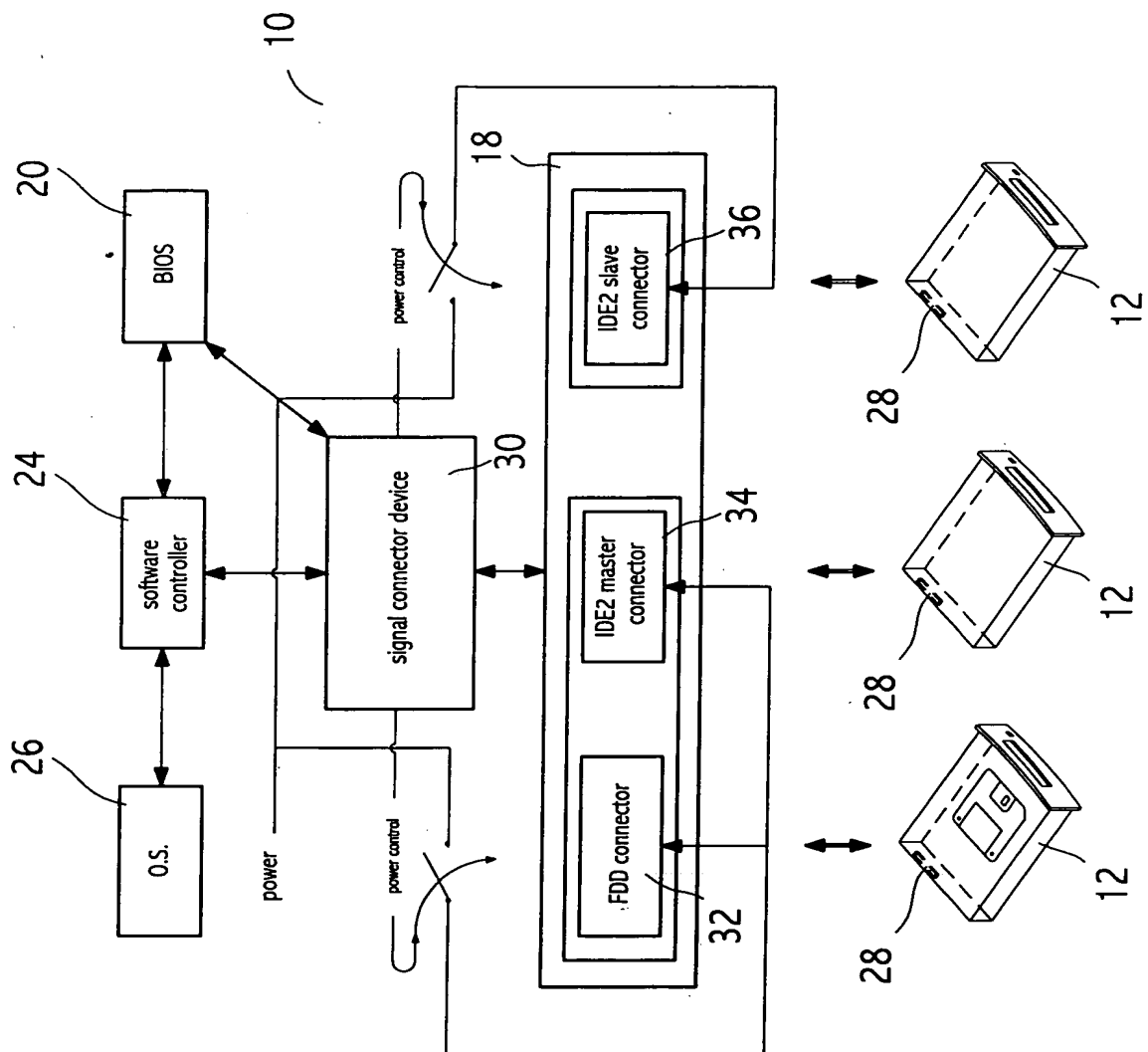


FIG. 2

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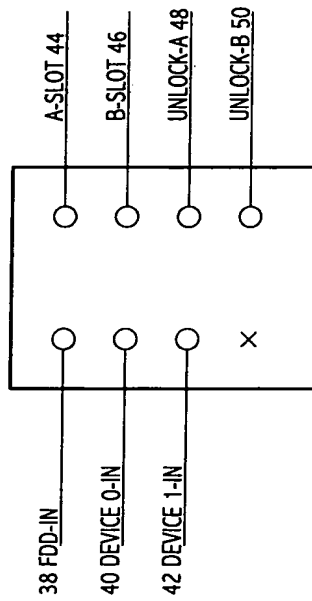


FIG. 3a

truth table	default	start
FDD-IN	H	L
DEVIVE 0-IN	H	L
DEVICE 1-IN	H	L
A-SLOT	L	H
B-SLOT	L	H
UNLOCK-A	L	H
UNLOCK-B	L	H

FIG. 3b

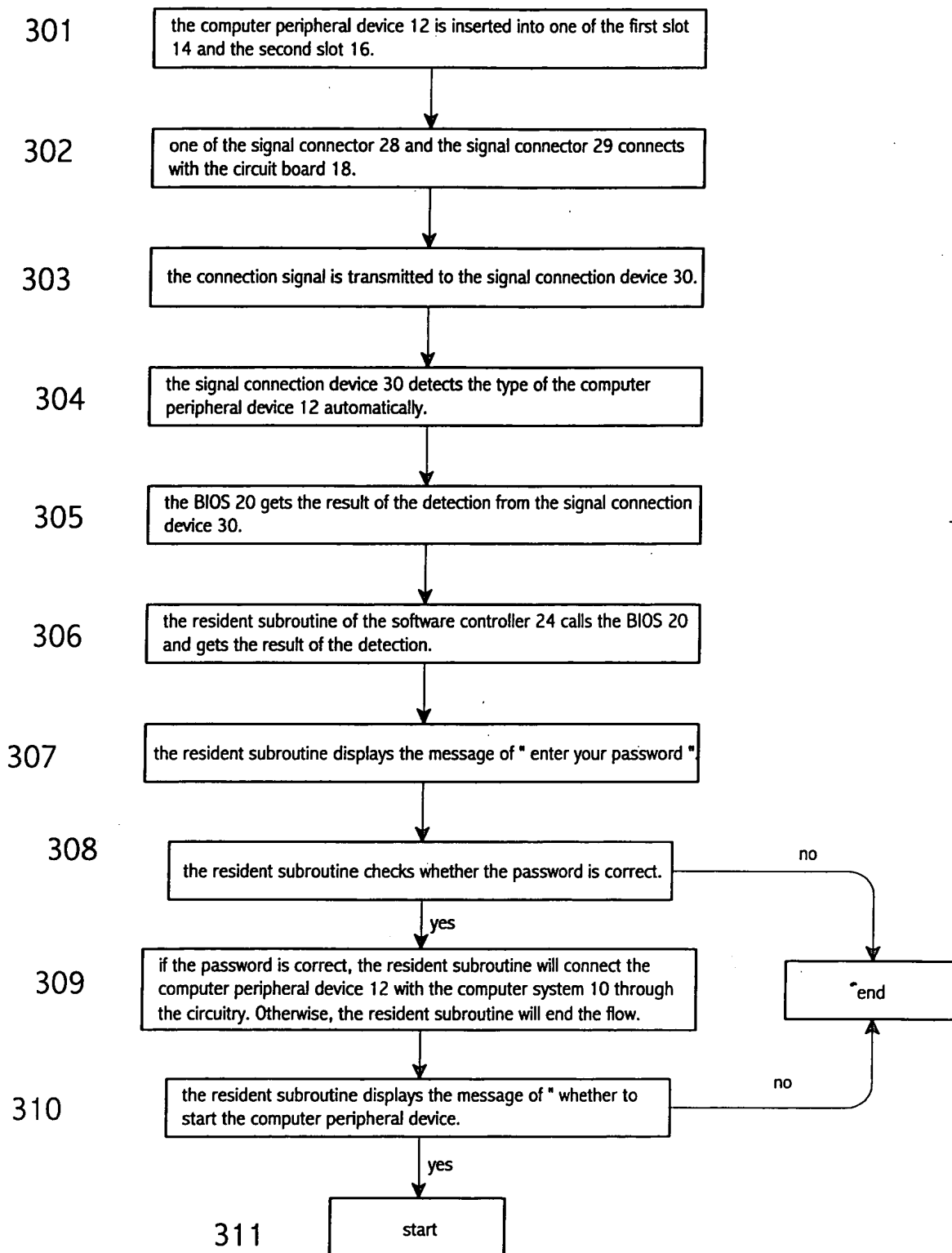


FIG . 4a

FIG. 4b is a flowchart illustrating a process for swapping a device. The process begins with a user clicking an icon of a swapping device and providing information about a computer peripheral device 12 to be swapped. The software controller 24 then gets this information and displays a message for the user to enter a password. The resident subroutine checks if the password is correct. If correct, it disconnects the peripheral device 12 and shuts it off. If not correct, it displays a message asking if the user wants to swap the device. If yes, it performs the swap; otherwise, it ends the process.

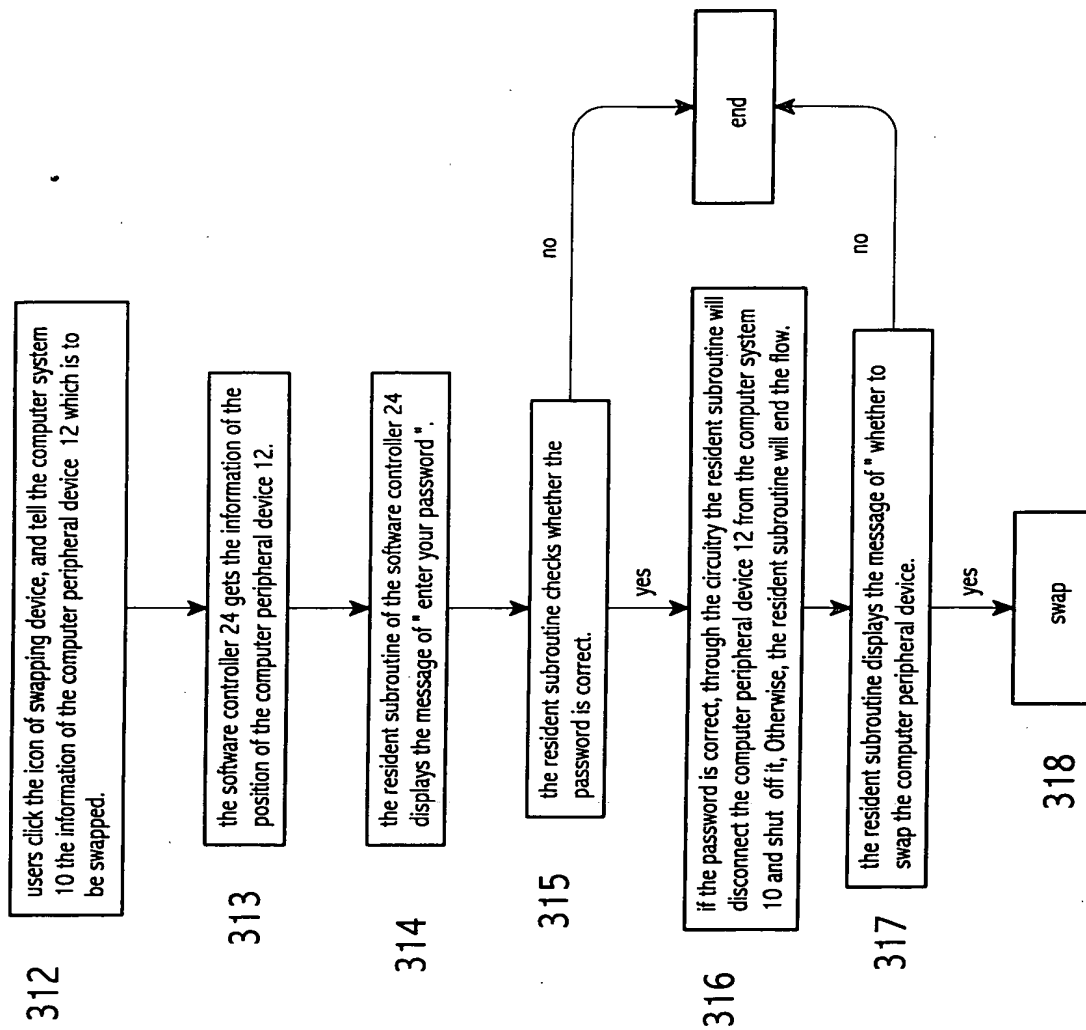


FIG. 4b